

## ABSTRACT

*The picture drawing method is*

*A picture drawing or method used* in a graphics computer, a special effect device or a video game machine. ~~For generating data required for picture drawing is generated~~  
~~data required for picture drawing~~ by pre-processing by a pre-processor 32 based on a drawing command for drawing a picture model defined by the combination of unit figures, and ~~generating~~ *is generated* pixel data on the unit figure basis by texture mapping based on the generated data for drawing a picture on a frame buffer 18. *The* ~~the~~ texture data required by a drawing engine 33 is transferred in the pre-processing stage from a texture area on the frame buffer 18 to a texture cache 33F, and the pre-processor 32 and the drawing engine 33 are operated in pipelining. This enables texture mapping or MIP mapping without halting ~~the~~ picture drawing ~~means~~, while reducing the number of times ~~of~~ texture memory accessing and the ~~accessing~~ *accessed* time for raising the overall picture drawing speed.

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